DARK CLOUD® 2

INSTRUCTION MANUAL

TEEN
®
CONTENT RATED BY
ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Dark Cloud 2

PlayStation®2 Hint Line

Hints for all games published by SCEA are available:

Within the U.S.

1-900-933-SONY (1-900-933-7669)
$0.95/min. auto hints
$5.00-$20.00 for card recharge

Within Canada:

1-900-451-5757
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For U. S. callers, automated assistance is available 24 hours a day, 7 days a week. This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line.

Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday-Saturday, 6AM-8PM PST, Sunday 7AM-6:30PM PST.

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Our news is always hot! Visit our website and find out what's happening - new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

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Credits

Story

Behind its tightly closed gates, a peaceful mining town through which flows a slow, gentle breeze holds a mystery for the ages. A young inventor and a protector from the future begin their story here.

Throughout his many years in town, Maximilian, nor anyone else, has ever set foot outside of town. But the time has come for his long-cherished desire to leave and see the outside world.

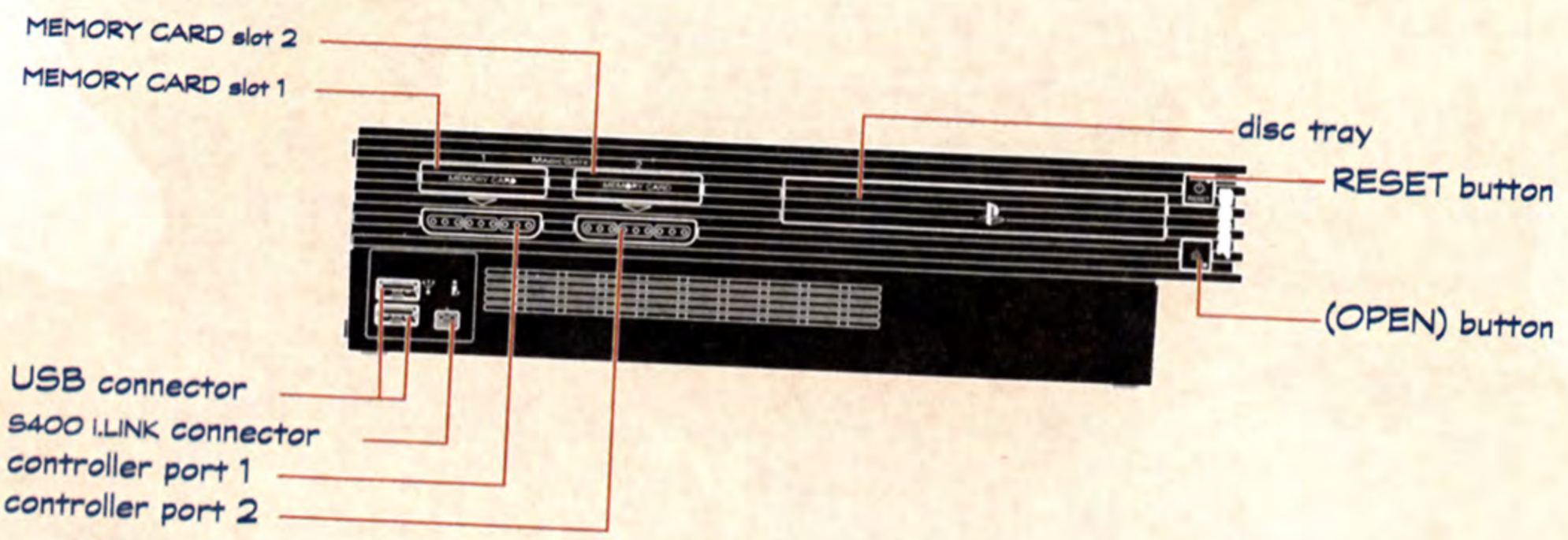
Maximilian

An inventive young man who possesses a genius IQ and is the lone son to one of the wealthiest families in town. Rather than hanging around the mansion, he enjoys working in Cedric's Maintenance shop and inventing new creations more than anything else.

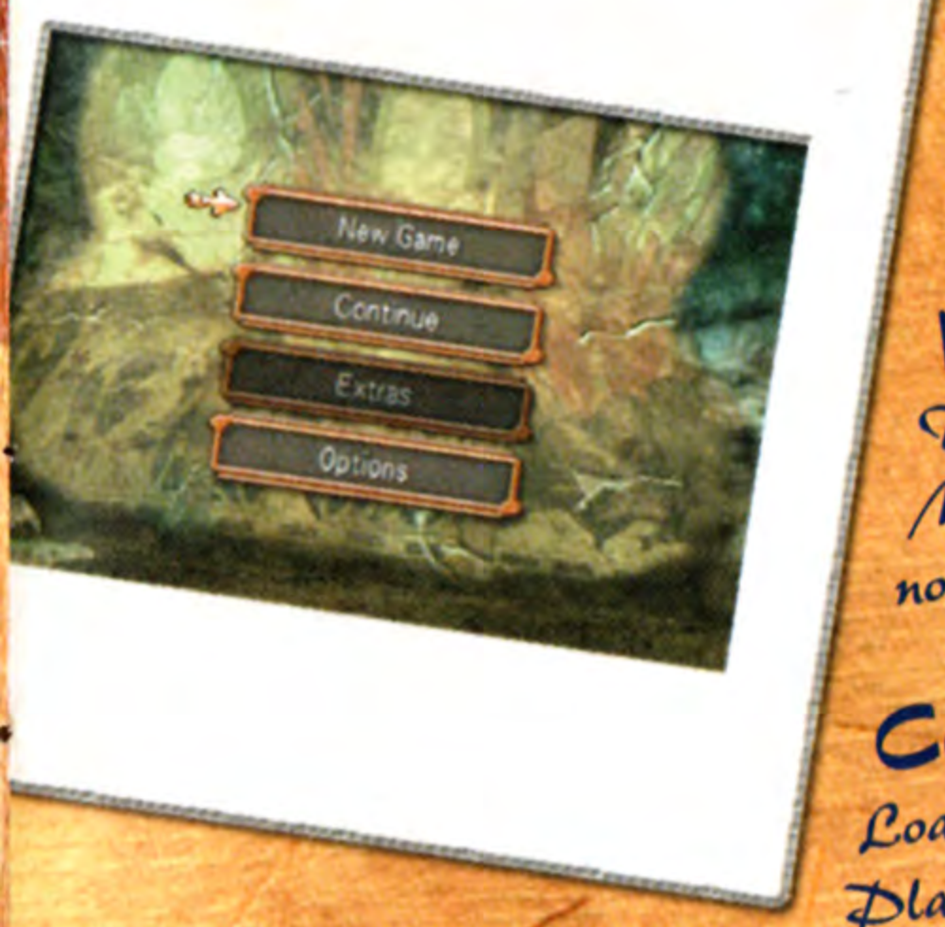
Monica

A skilled warrior from the future visits the present to Maximilian's time. She skillfully wields a mystical sword and is a master of magic.

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the open button and the disc tray will open. Place the **Dark Cloud 2** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



Press the START button on the title screen to display the Title menu. Use the directional buttons to select an item and press the ⊗ button.

New Game

This starts a new game. Once the game starts, select Maximilian's clothing. The choice of clothing does not affect gameplay.

Continue

Loads a saved game from a memory card (8 MB) (for PlayStation®2) and lets you continue where you left off.

Extras

Allows you to play Mini Games and earn bonus items later in the game.

Options

This lets you change settings used in the game.

Cursor Location Memory	Toggles the function of saving the selected cursor position ON/OFF.
Vibration	Toggles the analog controller vibration function ON/OFF.
Message Speed	Sets the message display speed.
Sound	Sets the type of sound output.
Time Speed	Sets the speed at which time passes in the game.
Map Display	Sets the standard map display method.
Damage Points	Toggles the damage point display ON/OFF.
Enemy HP Display	Toggles the enemy HP (health point) display during lock-on ON/OFF.
Anger Counter	Toggles the anger counter during lock-on ON/OFF.
Display Character Name	Toggles the character name display ON/OFF.
Display Monster Name	Toggles the monster name display ON/OFF.
Blur Background	Toggles the blur background function ON/OFF.
Display Captions	Toggles the subtitle display ON/OFF.
Pause Display	Toggles the "PAUSE" display ON/OFF.
Camera Pitch	Toggle Normal/Reverse
Camera Rotation	Toggle Normal/Reverse

PRELUDE TO AN ADVENTURE

While you progress through the game you'll encounter different types of gameplay elements.

The Field

In the Field, you can talk to various people, go shopping and do other things as the story proceeds. The first town you visit, Palm Brinks is home not only to Cedric's shop but also an item shop, bakery, weapons store and other goods.

The Dungeons (see page 18)

In the Dungeons, defeat attacking monsters as you advance and collect items. Battles with huge bosses await on some floors. The layout of the dungeons change randomly each time you go in.

The Georama System (see page 28)

In the Georama System, use the various materials you obtained in the dungeons to build buildings. Depending on the buildings you build, the story may progress differently or changes may occur in the future.

Saving

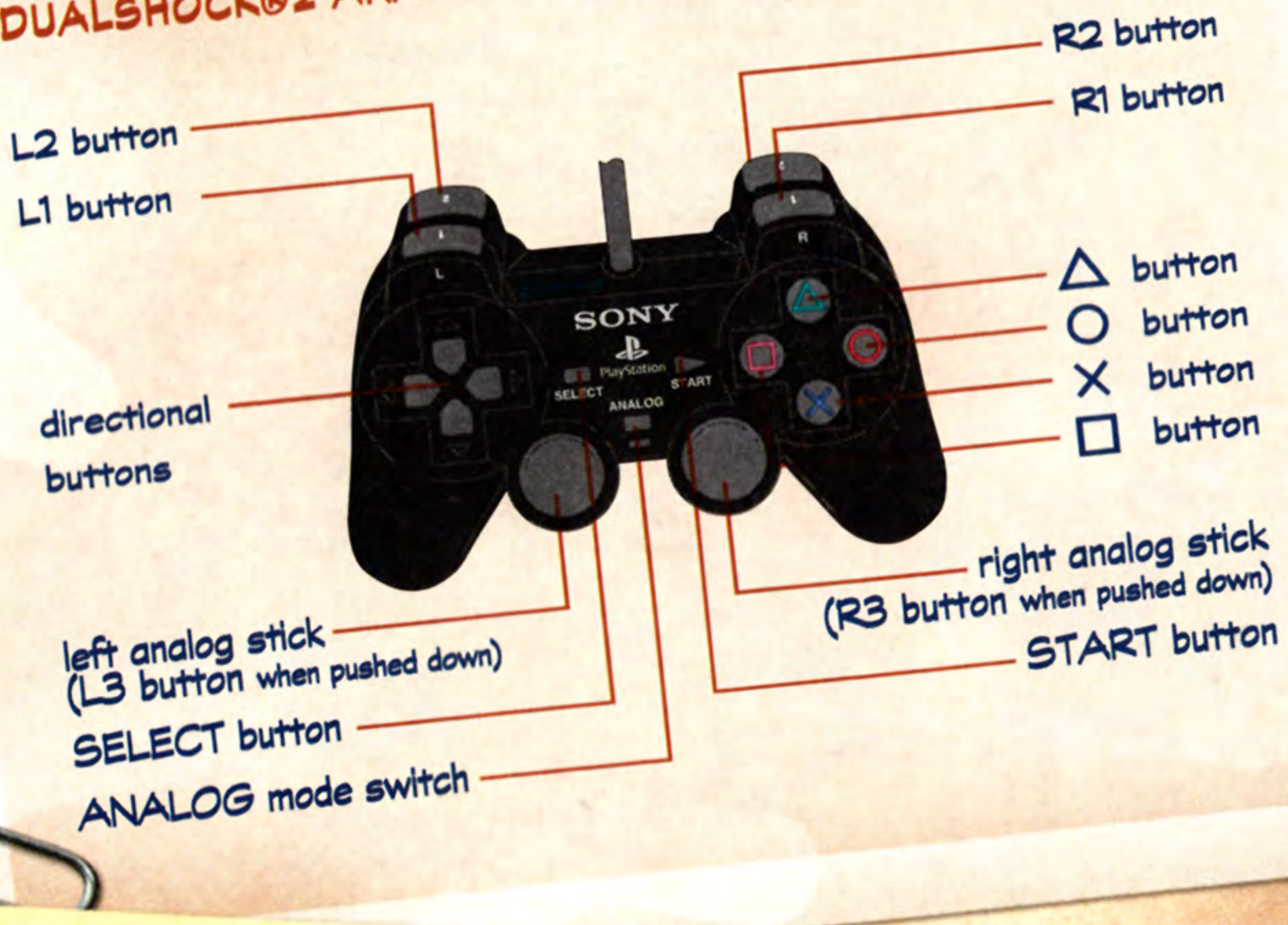
To save your game, get close to a save point and press the ✕ button, or press the △ button on the dungeon floor select screen (see P. 21) and a file storing the progress of your game will be saved on a PlayStation 2 memory card (8 MB) (for PlayStation 2).

Saving a new game requires (502K) or more of free space per file on a PlayStation 2 memory card (8 MB). You can save up to 13 different games on one PlayStation 2 memory card (8 MB) (for PlayStation 2).

Field Controls

The basic controls used in the Field are given below. See the pages for the Dungeons (P. 21), Item Menu (P. 10), Invention System (P. 16) and Georama System (P. 28) for details of the controls used there.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



L1 button/R1 button	Rotate camera
L2 button	Reset camera position
L3 button	Change character (Maximilian / Monica)
R2 button	Switch between camera view and character view
START button	Pause
Left analog stick	Move character
Right analog stick	Move camera
⊗ button	Action (talk/examine/open door, etc.)
○ button	Reset camera position
△ button	Main menu (see P. 9)
□ button	Point the "camera" (see P. 16)

Main Menu

During the game, press the △ button to display the Main menu. Use the directional buttons to select an item and press the ✕ button.

Item

Go to the Item menu. On the Item menu, you can check on your current equipment and money, use items or upgrade weapons.

Character

Change the character to control. Select this to use Ridepod or Monster Transformation. Monster Transformation is not available until the second dungeon.

Make (see page 17)

Invent a new item or make an invented item. This selection is not available at the start.

Move

Move directly to a field or dungeon that you have visited previously.

Option (see page 5)

This lets you change settings used in the game.

Help

This gives you access to detailed knowledge about controls, effective combat techniques and the like. More Tutorial items are added as you become able to do more things. If you don't know something in the game, try Help. This selection is not available at the start.

Items

Item Menu Screen

Selecting [Item] on the Main menu displays the Item Menu screen.

1. Active Items
2. Gilda
3. List of items carried
4. Name
5. Health
6. Weapon status
7. Description of highlighted item

Item Menu Operations

Use Item/Equip Item/Discard Item, etc.

Select an item from the list of items carried and press the ✕ button to display a menu of the things you can do with that item.

Move Item

Select an item from the list of items carried and press the □ button to move that item to a different location or set it as the active item. Hold with the △ button to hold only some of several items.

Change Displayed Character

Press the L1 button / R1 button or L2 button / R2 button to change the character displayed.

Weapons (see page 12)

Select an equipped weapon or a carried weapon and press the ✕ button to display a menu of choices regarding weapons.

Items

There are many types of items in addition to the ones shown below.
Try to get more items in the dungeons and shops, or invent new ones.

Recovery items

- **Bread** — Restores a little health when eaten.
- **Mellow Banana** — Mushy banana that restores health but creates thirst!
- **Antidote Drink** — Cleanses poison from the body.
- **Tasty Water** — From a deep mountain stream. Simply mouth watering.

Attack items

- **Bomb when thrown** — Causes great damage at an opponent.
- **Poison Apple** — Poison Apple. Poisons the enemy when thrown.

Material items

- **Rolling Log** — Log cut from only the strongest tree.
- **Raw Glass Material** — Ingredient for glass.
- **Hunk of Copper** — A lump of pure copper.
- **Paint** — Can be used to paint Georama parts.

Equipment items

- **Camera** — Device that lets you take photos.
- **Fishing Pole** — Equip to fish. Choose bait wisely.

Repair items

- **Repair Powder** — Restores WHP of weapon.
- **Gun Repair Powder** — Restores WHP of projectile weapons.
- **Armband Repair Powder** — Restores WHP of armlet weapons.

Defense items

- **Antidote Amulet** — Prevents enemy poison attacks. Eventually breaks.
- **Goo Amulet** — Prevents enemy gooey attacks but breaks after a while.

Weapons

Weapon Status

On the Item menu, select a weapon and pick [Status] to display its abilities.

1. Special Ability
2. WHP (Weapon Hit Points)
3. ABS (Absorption value)
4. Weapon Name
5. Abilities
6. Synthesis Points

WHP

This is the durability of the weapon. If the **WHP** *becomes 0, the weapon's attack strength is 0 until it is repaired.*

Name of the Weapon

This is the name of the weapon. The number after the name is its level.

ABS

This is the magic power absorption value. This is increased by getting the blue magic drops that appear after defeating an enemy. If the **ABS** *gauge extends to the right side of the gauge, the weapon goes up a level.*

Synthesis Points

Points acquired by leveling up weapons with **ABS**.

Special Abilities

These are icons for the special abilities of the weapon.

Wealth Increases the gold dropped by enemies. Does not appear together with "Poverty."

Durable Slows decrease in WHP. Does not appear together with "Fragile."

Poverty Decreases the gold dropped by enemies. Does not appear together with "Wealth."

Fragile Accelerates decrease in WHP. Does not appear together with "Durable."

Poison Poisons the enemy.

Absorb Restores your own health by a portion of the damage inflicted on the enemy. Does not appear together with "Heal."

Stop Paralyzes the enemy for a time.

Dark Increases your attack strength but you receive damage from each attack. Does not appear together with "Critical."

Steal Steals items carried by enemies.

ABS Up

Increases the Abs dropped by the enemy.

Upgrading Weapons

There are several ways to upgrade weapons.

Level Up

Defeat enemies and collect the ABS to raise the level of your weapon. When a weapon goes up a level, its attack goes up slightly and the synthesis points are increased.

Spectrumize

Spectrumize is a method of converting items into Synth Spheres. Any item can be spectrumized, including weapons. However, be aware that if you spectrumize a level 4 or lower weapon, it becomes an unstable Synth Sphere that barely increases the abilities of a weapon even if synthesized.

Synthesize

Synthesize is a method of upgrading weapons by merging Synth Spheres with the weapon. When an item is spectrumized, its effects on a weapon's abilities appear in blue. The number of times a weapon can be synthesized are determined by the amount of synthesis points. Weapons whose synthesis points have dropped to 0 can no longer be synthesized with Synth Spheres.

Build Up

Build Up is a method of upgrading weapons by rebuilding the current weapon into a new weapon.

On the Item menu, select a weapon and pick [Build Up] to display the new weapons that can be built. Move the cursor to a new weapon indicated by [???] and the remaining abilities required will be displayed in red. Once the abilities of the weapon are sufficiently achieved by Level Up and Spectrumize/Synthesize, all of the abilities will be displayed in white and the Build Up will be successful.

Invention System

Once you have the camera, you can use the pictures you take to create new ideas, which can then be used to invent new items.

Take Pictures

Set the camera as the active item and press the ■ button to point the camera and display the View screen. On the View screen, use the left analog stick to aim and the right analog stick to zoom. Press the ■ button to take a picture. You can use the camera in both the Field and the Dungeons.

1

Organize your Pictures

Press the ▲ button on the View screen to check on the pictures you have taken. Select a photo on the picture board at the left of the screen and press the ✕ button to display a menu. With an album acquired you can select pictures to move from the picture board to the album.

2

Use for an Invention

Select ⬆ on the picture board to move a picture to be used for an invention from the picture board to the idea notebook. The pictures that can be used as ideas for inventions are marked with a light bulb.

3

Invent an Item

To invent a new item, select [New Invention] from [Make] on the Main Menu. Select three ideas to be used for the invention and press the ■ button. Your invention will be successful if you select a combination that gives you an inspiration for a new item.

4

Create an Invented Item

Select [Make] from the Main menu, proceed to the Invention screen and select an invented item to display the materials required. With sufficient materials required, select [Yes] to create the item.

5

Photographer Level

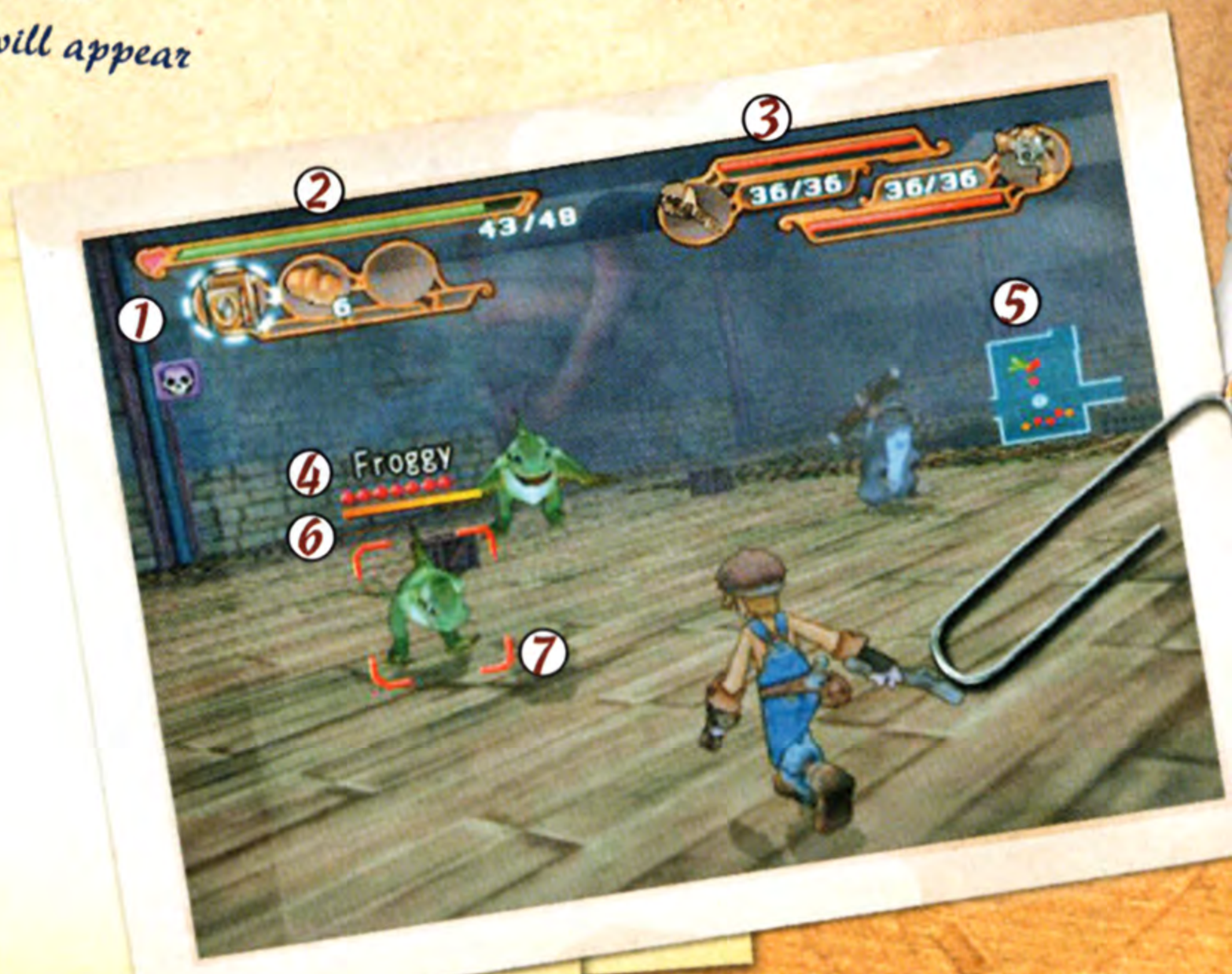
If you take pictures used for inventions or unusual "Scoop" photos, you will earn Photographer Points. Your Photographer Level is determined by the number of Photographer Points you have earned. Something good might happen as your Photographer Level goes up.

6

DUNGEONS

Dungeons screen

Screens like the one below will appear in the dungeons.



1. Active item
2. Health
3. Weapon status
4. Rage counter
5. Map display
6. Enemy HP
7. Lock-on gauge

Health

This is the health of the character currently being controlled. If the health reaches 0, the characters can no longer move and if all characters cannot move the game is over.

Active item

This is the active item currently set.

(see page 10)

Weapon status

This is the state of the weapon you are currently equipped with.

(see page 12)

Map display

This is a map of the area around the character. Press the SELECT *button to switch among display methods.*

Lock-on gage

The enemy currently locked on is displayed.

Enemy HP

This is the health of the enemy currently locked on.

Anger counter

This is the anger counter of the enemy currently locked on.

(see page 24)

Exploring dungeons

In the Dungeons, you can advance through randomly generated dungeons while fighting enemies and picking up items and the like. A single dungeon consists of a number of floors. Once you have cleared the first floor, you can then advance to the next floor.

Floor Select Screen

Use the directional buttons to select the floor you want to explore and press the ⊗ button to display the name of the floor, the current number of medals and conditions for obtaining them. Floors that have been cleared once can be freely selected any number of times.

Explore the Dungeon

Dungeons hold various things including enemies and treasure chests. Move ahead while watching the map display.

Combat with Enemies

Combat with enemies is performed in real-time. Upon defeating enemies, you may get Gilda, items and the magic power (ABS) required to raise the level of weapons.

To the Next Floor

To advance to the next floor, you must get the Gate Key, the item that is the key to the exit. On each floor there will always be an enemy who will drop a Gate Key when defeated. Go ahead and advance while defeating enemies.

What to expect...

The following things are found in the dungeons.

Enemies

These are monsters and other enemies who move around the dungeon.

Treasure Chests

These are treasure chests containing items. Press the ⊗ button near the chest to get the items inside. Some chests are booby trapped or locked.

Springs

These springs restore your health. Enter the spring to restore yourself to full health.

Angel and Devil Coins

There are coins with an angel and a devil drawn on them. The coin begins to spin when you come close; something good will happen if the angel comes up, but something bad will happen if the devil comes up.

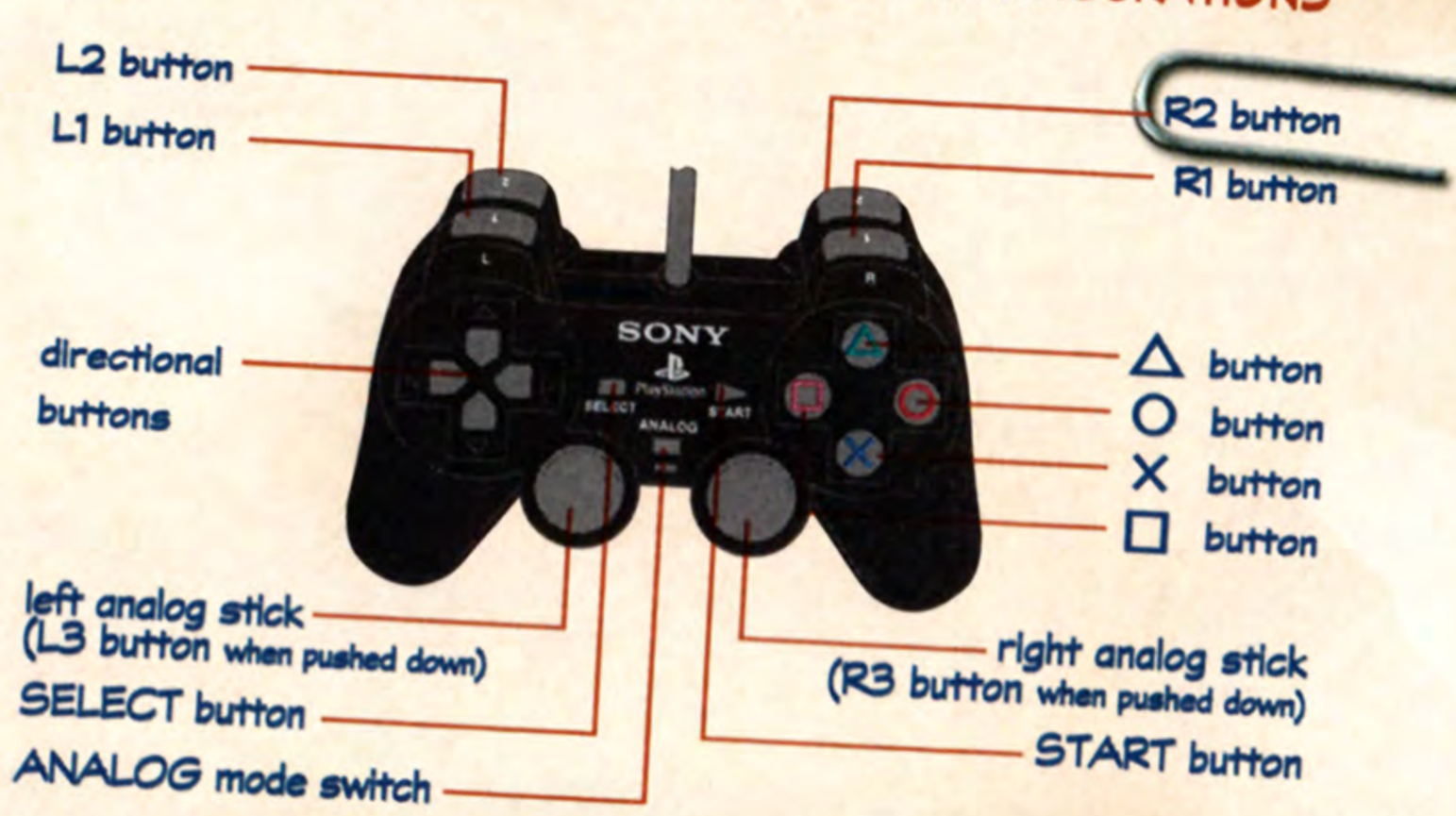
Geostone (see page 28)

These stones are needed to create buildings in the Georama Part.

Dungeon Controls

The controls used on in the Dungeons are given below.
For details of combat, see pages 22-23.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



L1 button	Max: aim Projectile Weapon Monica: charge Projectile Weapon
L2 button	Reset camera position
L3 button (press left analog stick)	Change character (Maximilian / Monica)
START button	Pause
SELECT button	Switch the map display method
Left analog stick	Move character
Right analog stick	Move camera
R1 button	Guard
R2 button	Switch between first person view and third person view
R3 button (press right analog stick)	Change character Maximilian / Ridepod or Monica / Monster Transformation
Directional button	Select active item
✕ button	Attack with hand weapon
L1 button + ○ button	Attack with projectile weapon
○ button	Reset camera position/lock-on
△ button	Main menu (see P. 9)
□ button	Use active item

Combat Moves

In combat, various attacks and actions can be done with the controls.

Combo Attacks (⊗ button repeatedly)

Press the ⊗ button multiple times to unleash combo attacks with the right hand weapon. Combo attacks are effective against floating enemies and quick enemies. Also, discover new combo attacks by moving the left stick in different directions while attacking.

Charge Attacks (Hold down ⊗ button and release)

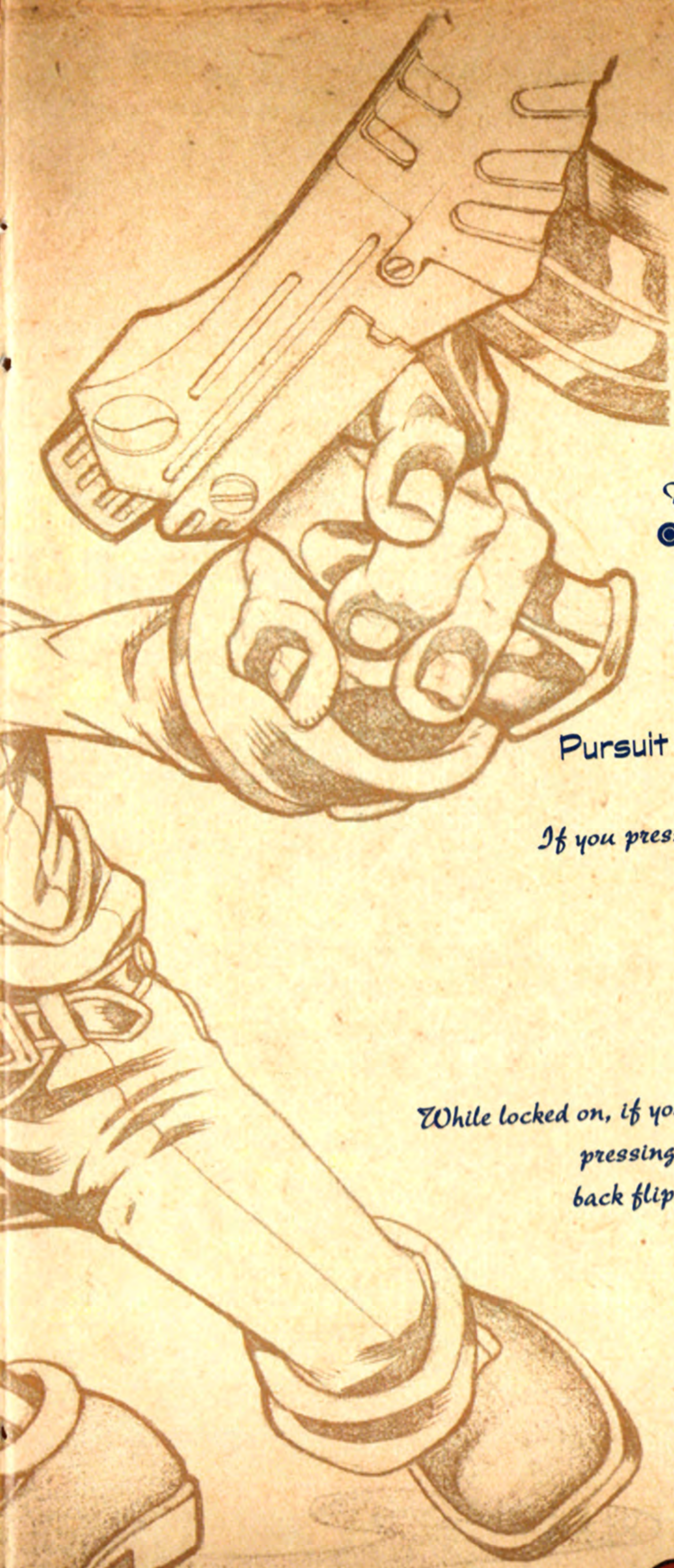
If you hold down the ⊗ button and then release it, this becomes a charge attack. A charge attack is more powerful than an ordinary attack and also attacks a larger area. They are effective when attacking slow-moving enemies with high HP values as well as when you are surrounded by a number of enemies.

Guard (R1 button)

You can guard against enemy attacks by holding down the R1 button. You cannot attack while guarding.

Pick Up (While guarding) (⊗ button)

If you press the ⊗ button while guarding, you can pick up an enemy or other items that might be in front of you. If you press the ⊗ button again you can throw the object.



Lock-On (◉ button)

Press the ◉ button to lock onto a nearby enemy. Once locked on, the character you are controlling slows down and is automatically pointed so that it faces the enemy it is locked onto. This is effective when attacking quick enemies and when you want to improve the accuracy of the aim of left-hand attacks and active item attacks.

To change the target of a lock-on, press the ◉ button while locked on. To release a lock-on, press the ◉ button while moving in the direction away from the locked-on enemy.

Pursuit Attacks (When enemy is down)

(forward + ⊗ button)

If you press the ⊗ button while approaching a downed enemy, you can launch a pursuit attack.

Back Flip (While locked on)

(backward + ⊗ button)

While locked on, if you move away from the locked-on enemy while pressing the ⊗ button you can move backwards while back flipping. You do not receive enemy attacks while back flipping.

Active Item (▣ button)

Press the ▣ button to use the currently selected active item. Recovery items will be used on yourself, while attack items will be thrown forward.

Battle Techniques

Escape from an Enemy

Even during combat, you are free to move around and escape from enemy attacks. However, your movement speed slows down and you are unable to open treasure chests or pick up items.

The Anger Counter

The anger counter counts down each time you hit an enemy. When the counter reaches zero, that enemy goes into "anger mode." An enemy in "anger mode" gets a power-up.

Topographical Effects

Obstacles and height differences in the dungeon may prevent attacks from hitting or reduce their attack strength. Think carefully about the position of the character you control and try to find the most effective attack technique.

Status Attacks

Enemy attacks and items can cause various status problems. Your status is not restored until you use the corresponding recovery item or leave the dungeon.

Poison	Your health drops a little at a time.	Restore with "Antidote Drink."
Petrification	You cannot move for longer than when "Stopped."	Restore with "Medusa's Tear."
Gooey	Your movement is slowed for a time.	Restore with "Soap."
Thirst	You cannot eat.	Restore with "Tasty Water."
Curse	You cannot change weapons or equipment.	Restore with "Holy Water."
Pumped Up	Attack strength is temporarily increased.	
Stop	You cannot move for a time.	Restore with "Heart Throb Cherry."
"Mighty Heal"		restores everything.

Extras

As the story advances, there are more things you can do as the Dungeon Parts increase.

Ridepod

This is a vehicle that Maximilian uses. Its speed is slow, but it has superior attack and defense power. You can customize the pod in different ways by getting parts or making inventions.

Monster Transform

Monica can transform into a monster. Transforming into a monster gives her that monster's special abilities and also lets her communicate with other monsters of the same type.

Support Characters

Our heroes will bring some of the people they meet along on the adventure as support characters. Support characters cannot be controlled directly or participate in combat, but they do help with various abilities.

Boss Battles

Some floors in dungeons have huge bosses you must fight. Bosses have high attack and defense values. Try to find their weaknesses and use effective attacks against them.

Monster Memos

These are memos listing weapons that did not work on the monsters you met along with the items they carried. Ineffectual weapons are indicated by icons such as the following.

Attack with a wrench

Attack with a sword

Attack with magic

Attack with a normal gun

Attack with a grenade gun

Attack with the Ride Pod

Attack with a beam gun

Georama System

The Georama system is the part of the story where you can build buildings using the "Carpenterion" that you can use as the story advances. Buildings built during Maximilian's time may change the future.

Carpenterion Screen

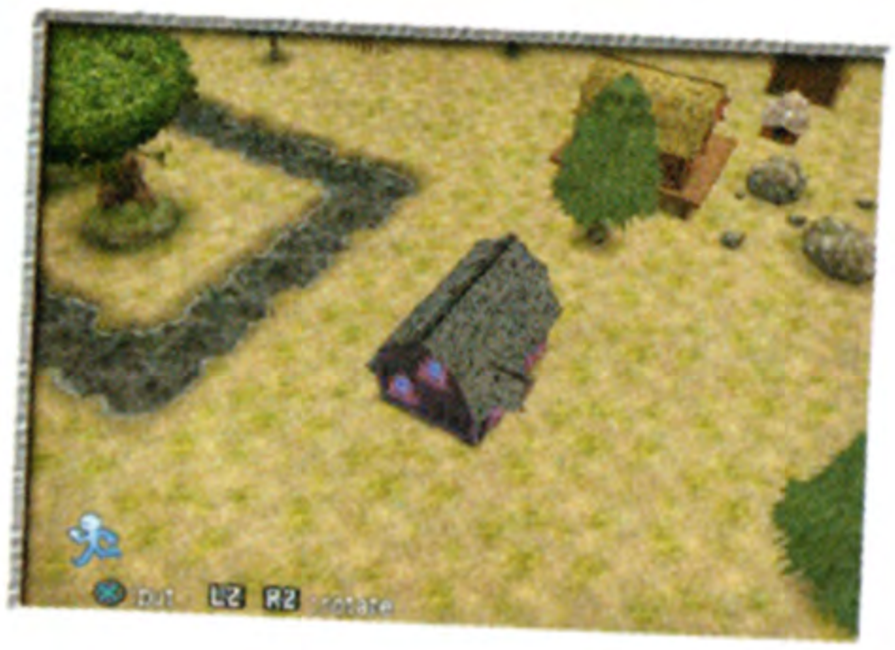
When the Carpenterion icon appears at the bottom left of the screen, press the **SELECT** *button to display the Carpenterion screen. On the Carpenterion screen, press the* △ *button to open the Georama menu.*

Build Buildings

You can build buildings from the plans stored in the "Geostones" you have picked up. Select [Make] from the Georama menu to display a list of the buildings you can currently build. Select a building to see a display of the materials required, and then select [Yes] to complete the building.

Return to the Field

When a human-shaped icon appears at the bottom left of the Carpenterion screen, press the **SELECT** *button to return to the Field.*



Building Layout

Select [Layout] from the Georama menu to lay out the buildings you have built on the Field. Once a building is laid out, the amount of "Dolyn" fixed for each Field is decreased, and when the "Dolyn" becomes 0, no more buildings can be laid out.

Bonus Activities

Fishing

Once you get the Fishing Rod, you can fish in numerous areas.

Start Fish

Equip the Fishing Rod and attach the bait and lures to the Fishing Rod. If you are equipped with the Fishing Pole and go somewhere where you can fish, the text "⊗: Start fishing" will appear at the bottom left of the screen. Press the ⊗ button to start fishing.

Catching Fish

Use the left analog stick to set the point to aim at and press the ⊗ button to cast the hook and lure onto the surface of the water. As a fish comes close, a "!" appears above its head. Use the left analog stick to reel in and get the fish to bite. Once the fish bites, watch the tension on your line while moving the left stick in the direction of the arrow to release tension and press the ⊗ button to haul in the fish.

Raising Fish

Once you make the Aquarium, you can begin raising the fish you catch.

How to Raise Fish

From the list of carried items, select the fish, and select Put in Aquarium to move to the Aquarium. On the Aquarium, press the △ button to open the menu.

On the Aquarium screen, you can raise fish in any of three different aquariums: the "Social Tank," the "Battle Tank" and the "Breeding Tank."

The "Social Tank" is an aquarium where you place ordinary fish and raise them. Their abilities change depending on the food you give them.

The "Battle Tank" is an aquarium where you train fish for strength for use in the Fish Races (see P. 31). Put two or more fish in and the fishes' abilities are boosted in the ensuing battle.

The "Breeding Tank" is an aquarium where you place two fish, a male and a female, to breed fry that inherit the abilities of their parents. The parent fish die once the fry are born.

Fish Races

As the story advances, you will be able to enter the "Fish Races."

Flow of Fish Racing

Go to the Fish Racetrack and talk to the MC to enter the Fish Races.

First, from the "Social Tank," pick the fish to enter in the race. Next, select the class you want to enter and lastly, begin the final adjustments. The final adjustments are done in special aquariums with various effects. Pick an aquarium that matches the fish and race. The race begins once the final adjustments are complete. There is nothing for you to do during the race. You win a prize if your fish wins the race.

Password Contest

As the game progresses, from [Extra] on the Title menu, enter fish passwords to challenge fish raised by your friends. Try to bring together fish passwords for a contest.

Spheda

As the story advances, you will be able to play the golf-like game "Spheda."

What is Spheda?

In the game Spheda (Italian for "challenge"), holes called "time distortions" have opened up all around the world. Shards of spacetime called "spheres" have fallen out of the holes, so you try to put the spheres back into the holes.

Basic Rules of Spheda

You cannot touch the spheres with your hands, so you must use special items called "spheda rods." Each rod has a different range, so select the correct rod depending on the situation. Time distortions and spheres come in red and blue colors. The same colors repel each other, so a sphere will not go into a warp of the same color. Hit the sphere against the ground or walls to change its color as you move forward.

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